

# How to Play

For Atari® Home Computers

# Time BOUND<sup>TM\*</sup>

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## To Set Up Your Computer

1. Connect your computer to a monitor or TV. If you have a cassette program, connect the program recorder to your computer. **DO NOT TURN ON YOUR COMPUTER.**
2. This is a one-player game. Plug a Joystick Controller firmly into your computer's first joystick port.

### 3. For Cassette Programs

- a. Insert the cassette in the program recorder.
- b. Turn on your monitor or TV and adjust the volume.
- c. **NOW PRESS DOWN THE START KEY AND TURN ON YOUR COMPUTER.** Listen for a single tone. Push down the PLAY button on the program recorder, then press RETURN. The title screen will appear.

### 4. For Cartridge Programs

- a. Plug the cartridge into the computer's cartridge port. If the computer has two ports, use the left one.
- b. Turn on your monitor or TV and adjust the volume.
- c. **NOW TURN ON YOUR COMPUTER.** The title screen will appear.

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## To Start Your Game

After the onscreen instructions appear, press RETURN. Press the SPACE BAR to select your level. Then press RETURN to play.

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## Object of the Game

Anacron has tumbled into your Time Machine and only you can save him. Race through history and use your Time Scanner to catch him on the correct historical event!

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## Catching Events

Use your Time Scanner to catch events. MOVE THE JOYSTICK LEFT to rotate the scanner counterclockwise. MOVE THE JOYSTICK RIGHT to rotate the scanner clockwise. CENTER THE JOYSTICK to stop the scanner.

By catching an event, you learn:

- the name of that event
- the year of that event
- Anacron's current location

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## Releasing Events

PRESS THE RED JOYSTICK BUTTON to release a caught event. You will continue to travel through time and gain speed as you go.

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## Changing Direction

When you are in free flight (with no event in your scanner) you may change your direction in time. PRESS THE SPACE BAR to change your direction.

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## Categories

There are 11 different historical categories of events in TIMEBOUND. Each category is assigned to one position in the outer band of the screen and all events in that category will appear there during a game. CATEGORY POSITIONS CHANGE WITH EACH NEW GAME.

Anacron moves from event to event and from category to category. The higher your level, the more categories he visits.

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## Scoring

Your score is measured in time, of course. It is based on how long it takes you to catch Anacron. You have 15 minutes to play before time runs out.